

1750 Pts - Eldar - Saim Hann

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Farseer (12+, 430 Pts)												
Howling Banshees	9		4	4	3	3	1	5/10	1/2	9	4+	332
Fleet; Banshee Mask; Power Weapon; Shuriken Pistol; (pp.31 & 63 Eldar)												
Howling Banshee Exarch	1	-	5	5	3/5	3	1	6/10	2	9	3+	[43]
Fleet; Acrobatic ; Banshee Mask; Shuriken Pistol; Executioner												
Wave Serpent	1	Grp: -	BS: 3	FA: 12	SA: 12	RA: 10						[145]
Skimmer; Tank; Fast; Energy Field; Spirit Stones; Shuriken Cannon; TL Starcannons; (pp.45 & 63 Eldar)												
Farseer	1		5	5	3	3	3	5	1	10	-4(i)	98
Psyker; Doom ; Fleet; Independent Character; Ghosthelm; Rune Armour; Runes of Warding; Shuriken Pistol; Singing Spear; (pp.26, 28 & 60 Eldar)												
Troops: Dire Avengers (11+, 275 Pts)												
Dire Avengers	10		4	4	3	3	1	5	1	9	4+	275
Fleet; Avenger S-Catapult; (pp.30 & 64 Eldar)												
Wave Serpent	1	Grp: -	BS: 3	FA: 12	SA: 12	RA: 10						[155]
Skimmer; Tank; Fast; Energy Field; Spirit Stones; Shuriken Cannon; TL Bright Lances; (pp.45 & 63 Eldar)												
Troops: Dire Avengers (11+, 275 Pts)												
Dire Avengers	10		4	4	3	3	1	5	1	9	4+	275
Fleet; Avenger S-Catapult; (pp.30 & 64 Eldar)												
Wave Serpent	1	Grp: -	BS: 3	FA: 12	SA: 12	RA: 10						[155]
Skimmer; Tank; Fast; Energy Field; Spirit Stones; Shuriken Cannon; TL Bright Lances; (pp.45 & 63 Eldar)												
Troops: Dire Avengers (11+, 275 Pts)												
Dire Avengers	10		4	4	3	3	1	5	1	9	4+	275
Fleet; Avenger S-Catapult; (pp.30 & 64 Eldar)												
Wave Serpent	1	Grp: -	BS: 3	FA: 12	SA: 12	RA: 10						[155]
Skimmer; Tank; Fast; Energy Field; Spirit Stones; Shuriken Cannon; TL Bright Lances; (pp.45 & 63 Eldar)												
Elite: Fire Dragons (8+, 247 Pts)												
Fire Dragons	7		4	4	3	3	1	5	1	9	4+	247
Fleet; Fusion Gun; Melta Bombs; (pp.32 & 62 Eldar)												
Wave Serpent	1	Grp: -	BS: 3	FA: 12	SA: 12	RA: 10						[135]
Skimmer; Tank; Fast; Energy Field; Spirit Stones; Shuriken Cannon; TL Scatter Lasers; (pp.45 & 63 Eldar)												
Elite: Fire Dragons (8+, 247 Pts)												
Fire Dragons	7		4	4	3	3	1	5	1	9	4+	247
Fleet; Fusion Gun; Melta Bombs; (pp.32 & 62 Eldar)												
Wave Serpent	1	Grp: -	BS: 3	FA: 12	SA: 12	RA: 10						[135]
Skimmer; Tank; Fast; Energy Field; Spirit Stones; Shuriken Cannon; TL Scatter Lasers; (pp.45 & 63 Eldar)												
Total Cost:											1749	

Option Footnotes

Psychic Powers	
Doom	Select one non-Vehicle unit within 24" all Hits caused to that unit gain a re-roll to wound until the start of the next Eldar turn. (p.28 Eldar)
Skills	
Acrobatic	If assaulted, unit gains +1A after passing a Ld test, conditions apply (p74 WH40K 5E)
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Independent Character	(p.50 WH40k)
Psyker	1.) Psykers affect wraith sight up to 6", and upgraded Spiritseers allow 12" 2.) Farseer Psychic Tests: Roll 2D6 not more than Leadership stat. Warlocks and Shadowseers do not roll psychic tests. 3.) Perils of the Warp: On a Psychic Test roll of 2 or 12, Psyker is wounded. Successful invulnerable saves must be re-rolled. On a roll of 2 the power still works, even if killed.
Vehicle Upgrades	
Energy Field	Wave Serpent protects the Front and Side Arcs. Weapons > S: 8 are no more than S: 8. Hits will never get more than +1D6 for AP. Doesn't affect CC attacks or the rear. (p.45 Eldar)
Spirit Stones	If crew is "stunned" it turns to "Crew Shaken". (p.44 Eldar)
Wargear	
Banshee Mask	Confers an Initiative of 10, and negates bonuses from cover and grenades. (p.31 Eldar)
Ghosthelm	Wearer may ignore perils of the warp on a 3+.(p.26 Eldar)

Rune Armour	4+ Invulnerable Save
Runes of Warding	Enemy Psykers tests must be taken on 3D6 suffering Perils of the Warp attack on any roll of 12 or above. (p.26 Eldar)
Weapons	
Avenger S-Catapult	18" Range; S4; AP5; Assault 2
Executioner	2 handed Power Weapon, +2S (already added to stats) (p.31 Eldar)
Fusion Gun	12" Range; S8; AP1; Assault 1; Melta
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Shuriken Cannon	24" Range; S6; AP5; Assault 3
Shuriken Pistol	12" Range; S4; AP5; Pistol
Singing Spear	12" Range; Sx; AP6; Assault 1; Wounds on 2+; S9 vs Vehicles; Twohanded. (p.27 Eldar)
TL Bright Lances	36" Range; S8; AP2; Heavy 1, Lance, Twin Linked
TL Scatter Lasers	36" Range; S6; AP6; Heavy 4, Twin Linked
TL Starcannons	36" Range; S6; AP2; Heavy 2, Twin Linked

Validation Report

b-1. Source Material: Codex Source; Codex: Eldar Codex 2006; d-1. File Version: 1.03b For Bug Reports/www.ab40k.org; c-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 47.2

% Fast: 0.0

% Heavy: 0.0






% HQ: 5.6

Model Count: 61

% Troops: 47.2

% Wargear: 0.0

Files version: 1.03

Group	Min	Max	Used
	1	2	1
	0	3	3
	2	6	3
	0	3	0
	0	3	0